DICE THRONE ADVENTURES

VERSION 1.2

VIDEO TUTORIAL

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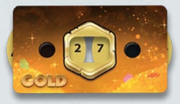
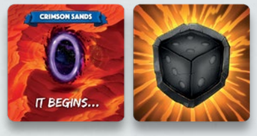
COMPONENTS

70 Environment tiles
22 level I/II/III and 4 level IV Environments



1 Gold dial



2 Portal Tiles
1 Crimson Sands and 1 Boss Portal tile

20 Scenario cards
4 level 1,3,5 and 7 and 1 per Boss

4 Enemy dials: Health tracked on one side, Combat Points tracked on the other

160 Boss cards: 40 cards per deck

1 Campaign Scoring sheet

4 Legacy packs

2 Difficulty cards

10 Chaos dice

4 Loot dice

4 Boss leaflets: 1 for each Boss

4 Boss boards: 1 for each Boss

COMPONENTS

1 Loot table
Regular Loot on one side, Boss Loot on the other

52 Minion cards
17 level I, 17 level II, 13 level III, and 5 level IV

16 Hero Standees and 4 Standee Bases:
Barbarian, Treant, Samurai, Gunslinger
Not pictured here: Artificer, Cursed Pirate, Huntress, Monk, Moon Elf, Ninja, Paladin, Pyromancer, Seraph, Shadow Thief, Tactician, and Vampire Lord

If you'd like to play with highly detailed, premium miniatures visit **dicethrone.com**!

140 Loot cards: 41 Common, 38 Rare, 31 Epic, and 30 Legendary

1 Shopkeeper leaflet

4 Turn Order cards

STATUS EFFECTS AND TOKENS

4 Back Strike
4 Barbed Vine
8 Bleed
4 Blind
4 Bounty
4 Burn
8 Chaos
4 Concussion
4 Entangle
5 Evasive
3 Flight
4 Knockdown
4 Parasite
8 Poison
2 Shadows
1 Stun
6 Wither
8 Double-Sided Damage +1/+2
8 Double-Sided Damage +3/+4
11 King's Hand
10 Salve
2 Life Siphon
4 Dominance
4 Hex
4 Silence
4 Double-Sided 1/2 Loot Chests
4 Double-Sided 3/4 Loot Chests
5 Double-Sided 0/1 CP tokens
3 Double-Sided 3/5 CP tokens
3 Portal Shards
2 First Strike Markers

1 Token Tray - After punching out the tokens (shown on the left side of this page), load them into the tray according to the above diagram

1 Card Caddy Tray
For instructions on how to load this tray, see "The Card Caddy" (pg. 15)

1 Leaflets & Boss Boards Tray
This tray comes preloaded with all the leaflets and boss boards

1 Dials, Dice, & Figures Tray
Place standees and miniatures into this tray before playing your first game

WELCOME HERO!

HEROES AND PREVIOUS KNOWLEDGE REQUIRED!

To play this game each player will require a Hero from any season of Dice Throne.

Knowledge of the normal rules of Dice Throne is assumed in this manual, so you must have played at least one standard game of Dice Throne before you can play Dice Throne Adventures. Please don't continue unless you have. See http://rules.dicethrone.com

THE ADVENTURE BEGINS...

You and your team of battle-hardened Heroes have gathered, ready to set off across the Crimson Sands to find and defeat the Mad King.

But beware, you are not the first to travel this path.

Many have tried before. An army of loyal Minions and previously defeated Heroes, who chose eternal servitude over death, are ready to lay down their lives to end yours.

You are certainly not yet strong enough for the final showdown, so you will need to gather Loot and upgrade your abilities along the way.

When the time comes, will you be ready to take the throne?

CAMPAIGN OVERVIEW

A campaign consists of 8 scenarios which alternate between two different game modes:

- **Portal Crawls** (scenarios 1, 3, 5, and 7)
- **Boss Battles** (scenarios 2, 4, 6, and 8)

If your team successfully completes a scenario, you will receive rewards, campaign score, and then advance to the next scenario. If your team fails to complete a scenario, you will be required to repeat it until you finally achieve victory (unless otherwise specified by your Difficulty card).

Once you defeat the Mad King, your team has successfully completed the campaign!

HOW TO USE THE RULEBOOK

The aim of this rulebook is to get you playing as quickly as possible and only explain new rules when they are needed.

Rather than read through the whole manual before playing, we suggest that you follow the instructions as they are written and refer back to the manual for further information when you encounter something new. This means that you are able to play while learning the rules.

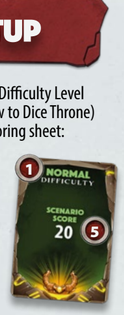
When asking yourself "can we do this?", assume you can do anything within the ruleset that the rulebook does not explicitly prohibit.

This rulebook is a living document. For the latest edition of the digital rules please visit dtarules.dicethrone.com.

CAMPAIGN SETUP

When beginning a new campaign, choose a Difficulty Level card (we recommend "Normal" if you are new to Dice Throne) and fill in the following on the Campaign Scoring sheet:

1. **DIFFICULTY LEVEL**
2. **YOUR TEAM NAME**
3. **YOUR NAMES**
4. **YOUR CHOSEN HEROES**
   You will continue with the same Hero for the whole campaign.
5. **SCENARIO SCORE**
   Indicated on chosen Difficulty Level card.



TEAM NAME	2 WOLF PACK	DIFFICULTY LEVEL	1 NORMAL	SCENARIO SCORE ACCORDING TO DIFFICULTY CARD	5 20
PLAYER NAMES	3 ALEX	SHARMILLA			
CHOSEN HEROES	GUNSLINGER	BARBARIAN	4		

	SCENARIO 1	SCENARIO 2	SCENARIO 3	SCENARIO 4	SCENARIO 5	SCENARIO 6	SCENARIO 7	SCENARIO 8	SCENARIO 9	SCENARIO 10	SCENARIO 11	SCENARIO 12	SCENARIO 13	SCENARIO 14	SCENARIO 15	SCENARIO 16	SCENARIO 17	SCENARIO 18	SCENARIO 19	SCENARIO 20
1																				
2																				

1
PORTAL CRAWL
HERO SETUP 1/2/3/4 Players
• Health: 35 / 38 / 33 / 30
• Distribute 2 Starting Salves amongst your team.
• Starting gold: 5 / 7 / 9 / 11
CONCLUSION
UPON DEFEAT
1. Shop: 3
2. Record loss on score sheet, and increase Starting Salves by 3.
3. Repeat this scenario
UPON VICTORY
1. Shop: 3
2. Record win on score sheet
3. Advance to the next scenario
KING'S HAND TOKENS
• Starting tokens: shown on minions
• Max tokens used per turn: 1
• Successful roll values: 4-6
SALVE
9

CONCLUSION
Details what to do upon your team's victory or defeat.

KING'S HAND TOKENS
Should be referred back to when you face powerful Minions who use these tokens.

HERO SETUP
Details the starting value of players' Health dial(s) and the team's Gold dial, depending on whether there are 1/2/3/4 Heroes.
If you are just starting out on your adventure, it also indicates the number of *Salves* to be distributed amongst your team.

e.g. In a 2-player game each Hero will start with 18 Health and the Gold dial will be set to 10.

GAME AREA SETUP

When starting or continuing a campaign, place the following components on the table within reach:

6. **TOKEN TRAY**
7. **LOOT TABLE**
8. **CARD CADDY TRAY**
   Make sure the Loot cards are separated into their 4 decks, as indicated by their Loot icons (Common C, Rare R, Epic E, Legendary L), and shuffle each deck.

   If playing a Portal Crawl, also make sure each Level of Minion cards is separated into its own deck and shuffled. Keep Minions and Loot cards in the vac tray.
9. **SCENARIO CARD**
   4 Scenario cards exist for each Portal Crawl scenario. Randomly choose one to determine your Portal Crawl map. If you are setting up for a Boss Battle scenario, simply take the associated Scenario card.

PLAYER SETUP

10. **SET HEALTH DIAL**
    See Scenario card to determine starting Health value as part of Hero setup.
11. **TAKE 1 LOOT DIE**
12. **TAKE 1 TURN ORDER CARD**
13. **SET UP YOUR HERO'S REMAINING COMPONENTS**
    As per a normal Dice Throne match, gain 2 and draw 4.
14. **DISTRIBUTE STARTING SALVES**
    For session one, distribute the Starting *Salves* indicated on the Scenario card.

    For all other sessions, reference the Starting *Salves* indicated on the Campaign Scoring sheet. You may distribute *Salve* tokens amongst your team in any fashion.

SCENARIO SPECIFIC SETUP

You are now ready to set up the scenario. If your current scenario is a **Portal Crawl**, proceed to the "**Portal Crawl**" section (pg. 6). If your current scenario is a Boss Battle, proceed to the **"Boss Battle"** section (pg. 10).

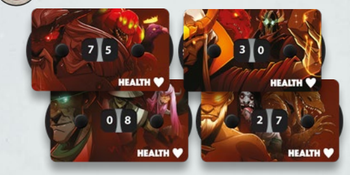
PORTAL CRAWL

PORTAL CRAWL SETUP

After finishing the Game Area setup, place the following components on the table within reach:

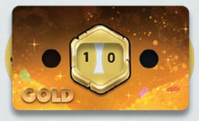
1. **4 MINION DECKS**

2. **4 ENEMY DIALS**



3. **2 SETS OF 5 CHAOS DICE**

4. **YOUR TEAM'S GOLD DIAL**



BUILDING THE MAP

Now, build the Portal Crawl map following these steps:

5. Place the Crimson Sands starting tile. Then place face-down the Boss Portal, and randomly drawn Environments, as indicated on the Scenario card.
6. Place the 3 Portal Shards, Loot Chests, and *Salve* tokens on the indicated tiles.
7. Place your Hero Standees on the Crimson Sands tile.
8. Set your team's Gold dial to the "Starting Gold" value indicated on the Scenario card.

The left-hand side of the Scenario card shows the layout of the Portal Crawl map.

YOUR OBJECTIVE

To complete a Portal Crawl, players must *explore* the Boss Portal tile and defeat the Level IV Minion guarding it. The Boss Portal may not be *explored* until all 3 Portal Shards have been collected from the map.

To collect Portal Shards, Heroes must *explore* an Environment with a Portal Shard on it, adding that Portal Shard to the Boss Portal tile.

Along the way you will discover helpful Loot Chests and *Salves*, but each step is fraught with danger as the Mad King's Minions lie in wait, ready for battle…

START PLAYER

To determine the starting player, all Heroes must roll their Loot die. The player who rolls the highest number goes first.

You are now ready to begin your adventure!

PORTAL CRAWL - MOVE & EXPLORE

PORTAL CRAWL TURN ORDER CARD

During a Portal Crawl, players will take turns in clockwise order. On your turn, execute the 7 steps listed on your Portal Crawl Turn Order card. Always keep this card close, so you can refer to it when you are first starting out.

Read through the summary of each step on the Turn Order card now:

PORTAL CRAWL TURN ORDER

Move & Explore (only if not *engaged*)

1. **Spend Salve:** Refer to the Scenario Card.
2. **Move:** Move any distance across *explored* Environments to an *unexplored* Environment or ongoing Minion Battle.
3. **Explore:** If you moved to an *unexplored* Environment during the Move step, reveal it and Resolve all its effects. If a Minion icon is shown, setup & *engage* the new Minion and proceed to *Minion Battle*.

Minion Battle (only if *engaged*)

4. **Spend Salve:** Same as above.
5. **First Strike** (if applicable)**:** Complete *Minion Step* before *Hero Step*.
6. **Hero Step:** Perform a complete Dice Throne turn (see your Hero's Turn Order card).
7. **Minion Step:** See "Minion Step" in rulebook.

During the Portal Crawl, you will *engage* in battle with various Minions. The first 3 steps of your turn, Move & Explore, are only performed if you are not *engaged* with a Minion at the beginning of your turn. If you are *engaged* with a Minion at the beginning of your turn, skip the Move & Explore steps, and immediately proceed to the Minion Battle (steps 4-7).

Move & Explore steps 1-3 will now be explained in greater detail.

1. SPEND SALVES

You may choose to spend any number of *Salves* to Heal yourself. For each *Salve* spent, Heal the amount indicated at the bottom left of the Scenario card.

***Salves* may only be used:**

- Before you move.
- Before a battle begins, even if the Minion has First Strike.
- Before your *Upkeep Phase*.

Salves are Unique Status Effects and cannot be removed or transferred. *Salves* are also spent to revive fallen teammates to 1 Health but may not be used to revive yourself.

2. MOVE

When moving, your Hero Standee **must** travel any distance through a chain of previously *explored* (face up) Environment tiles until you reach one of the following destinations:

A. **AN UNEXPLORED ENVIRONMENT**
Travel to an *unexplored* (face down) Environment tile which you then *explore* (step 3, below).

B. **AN ONGOING MINION BATTLE**
Join a teammate who is currently *engaged* with a Minion on an *explored* Environment tile. You also become *engaged* with this Minion and immediately proceed to the "Minion Battle" (pg. 8).

YOU CANNOT:

- Move between Environment tiles diagonally.
- Travel through *unexplored* Environment tiles.
- Travel through a teammate who is currently *engaged* with a Minion.
- Move to a previously *explored* Environment tile unless you have a teammate on it who is *engaged* with a Minion.
- Choose not to move. You must move on your turn if you are not already *engaged* with a Minion.

Above: The Gunslinger has the option to move to either of the *unexplored* level I Environment tiles to discover what is there, or to join the Barbarian in his current battle and *engage* the Fairy Minion.

3. EXPLORE

Exploring new Environments promises many rewards for adventurers, but also grave danger… and unless a fellow Hero arrives to help later on, you will face these alone.

After moving to an *unexplored* Environment, collect any items present on the face-down tile:

- Place collected Portal Shards on the Boss Portal.
- Place collected *Salves* on your Hero board.
- Open Loot Chests, with **all players** rolling their Loot die to receive a reward (see "Loot Chests", pg. 12).

Next, you must flip over the Environment tile. The tile may show multiple features, which (if present) are dealt with in the following order:

1. Increase your dial by the indicated amount.
2. Increase the Gold dial by the indicated amount.
3. Deal with mandatory actions or optional choices. Unless otherwise specified, these only apply to you.
4. Draw and reveal a new level I/II/III/IV Minion card from its deck, perform the Minion setup steps, and then *engage* it in battle!

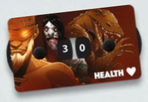
Note: Instant Action cards or spendable status effects may still be used to alter any dice rolls. You cannot use *Main Phase* or *Roll Phase* cards outside of battles.

MINION SETUP

When exploring a new Environment, you may become *engaged* with a Minion.

Before you begin the Minion Battle, you must draw a random Minion card from the appropriate Minion deck and perform the following setup steps:

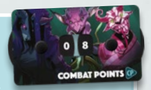
1. Take 1 Enemy dial and set the Health side to the indicated starting Health.



2. Take 5 Chaos dice.

3. If the Minion displays a *King's Hand* symbol, the Minion begins the battle with a *King's Hand* token. Read the **King's Hand tokens** section of the Scenario card before continuing.

MANAGING MINION CP



Most Minions do not actively spend or gain CP (Combat Points). All Minions do, however, feature a Starting CP value to ensure effectiveness of CP based status effects (e.g. *Knockdown*). You only need to manage a Minion's CP when specified by a Minion ability or if it is affected by a card, ability, or status effect. If you do need to manage a Minion's CP, use the CP side of an Enemy dial, or mark the Minion's current CP amount with the provided double-sided CP tokens. Like Dice Throne Heroes, Minions can have a maximum of 15 CP.

KING'S HAND
FIRST STRIKE
STARTING HEALTH
STARTING CP
Raging Beserker
FIRST STRIKE
UNCHAINED ANGER
Roll 2 dice plus 1 more for each Chaos (up to a maximum of 5 dice):
Deal dmg equal to the total roll value.
Passive
On a failed Offensive Roll, gain Chaos.
UNIQUE DEFENSE
If you receive any dmg as a result of an opponent's Offensive Roll Phase, gain Chaos. This applies even when Attacked with an Ultimate Ability.
Roll Objective
Reward:
ACTIVATION REQUIREMENT
OFFENSIVE ABILITY
PASSIVE ABILITY
DEFENSIVE ABILITY

ROLL OBJECTIVE

Roll Objective indicates what the Minion is trying to achieve during their *Offensive Roll Phase*. As per standard Dice Throne rules, the Minion will have 3 *Roll Attempts*, using the Chaos dice, setting aside any dice that match their Roll Objective (see "Minion Step", pg. 9).

MINION REWARDS

When this Minion is defeated, the *Active Player* receives any non-Loot Chest rewards. However, Loot Chests always have something in them for all Heroes.

Example: when the Raging Berserker is defeated, the team is rewarded a **Legendary** Loot Chest, which allows **each player** to roll their Loot die and receive their reward.

OFFENSIVE ABILITY

Just like a standard Dice Throne Hero, all Minions have one or more ***Offensive Abilities*** used to *Attack* you during their *Offensive Roll Phase*.

PASSIVE ABILITY

Some Minions have a Passive Ability which should be carried out every Minion turn when possible (see "Minion Step", pg. 9).

DEFENSIVE ABILITY

Defense works the same for Minions as it does for Heroes. When the Minion is *Attacked*, the player rolling on behalf of the Minion will roll the indicated number of Chaos dice to determine the Minion's defense results.

Note: Some Minions have a Unique Defense (indicated by a golden icon) which is activated against all damage types apart from *Ultimate Abilities* unless stated otherwise.

BATTLING MINIONS

If you become *engaged* or begin your turn already *engaged* with a Minion, you must battle and defeat the Minion before you may move again.

As experienced Heroes, you already understand how battles are conducted (from *Upkeep Phase* to *Discard Phase*). With a few exceptions, battling Minions is no different from battling regular Dice Throne opponents.

Follow steps 4 -7 when battling a Minion.

Minion and proceed to *Minion Battle*.

Minion Battle (only if *engaged*)

4. **Spend Salve**: Same as above.
5. **First Strike** (if applicable): Complete *Minion Step* before *Hero Step*.
6. **Hero Step:** Perform a complete Dice Throne turn (see your Hero's Turn Order card).
7. **Minion Step:** See "Minion Step" in rulebook.

Note: A Hero can never be engaged with more than one Minion at a time.

4. SPEND SALVE

Before you begin battling the Minion you are *engaged* with, you may choose to spend *Salves* to gain Health (see "Spend Salves", pg. 7).

5. FIRST STRIKE

You and the Minion now each conduct 1 turn (Hero Step and Minion Step), with you going first. The exception to this is if the Minion has ***First Strike***.

Any Minion with ***First Strike*** will always *Attack* the Hero first.

Note: If a Minion with ***First Strike*** is defeated during its turn, you still get your full turn afterwards. Even though there is no longer an enemy, you might still activate an ability which provides other benefits.

6. HERO STEP

Perform a complete Dice Throne turn *(see your Hero's Turn Order card)*.

1. *Upkeep Phase*
   Resolve applicable status effects
2. *Income Phase*
   Gain 1 CP and draw 1
3. *Main Phase (1)*
   - Play ability upgrades
   - Play *Main Phase* Action cards
   - Sell cards (gain 1 CP per card)
4. *Offensive Roll Phase*
   Perform up to 3 *Roll Attempts* to activate an ability
5. *Targeting Roll Phase*
   Your target is the Minion that you are currently *engaged* with
6. *Defensive Roll Phase*
   The Minion performs their *Defensive Ability*
7. *Main Phase (2)*
   Identical to *Main Phase (1)*
8. *Discard Phase*
   Sell cards until you have 6 or fewer cards in your hand

7. MINION STEP

During the Minion's *Offensive* and *Defensive Roll Phases*, the teammate who's before you in the turn order should roll the Chaos dice for the Minion.

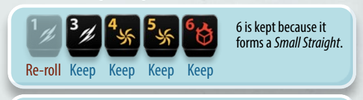
Perform a complete Dice Throne turn with the following exceptions:

1. *Upkeep Phase* - Resolve applicable status effects and Passive Abilities.
2. *Income Phase* - Skip this phase.
3. *Main Phase (1)* - Skip this phase.
4. *Offensive Roll Phase*
   Roll the 5 Chaos dice and:
   - Re-roll any dice that do not match the Minion's *Roll Objective* or which exceed the required quantity of a symbol.
   - Re-roll dice a second time if the Roll Objective has still not been met.

   When the Roll Objective is *Straights*, adhere to the following rules when choosing which dice to re-roll:
   - Keep **exactly** one of each 2, 3, 4, and 5 result:

The 2 is re-rolled because only one 2 should be kept.

   - Only keep a 1 or 6 value if it is already part of a *Small* or *Large Straight*:



6 is kept because it forms a *Small Straight*.

1 and 6 are re-rolled because neither one forms a *Small* or *Large Straight*.

4. *Offensive Roll Phase (Continued)*
   The Minion performs the best ability that it has fulfilled the **Activation Requirement** for, including any Passive Abilities.
5. *Targeting Roll Phase*
   The Minion targets you (the Hero whose turn it currently is).
6. *Defensive Roll Phase*
   If the Minion's *Attack* is defendable, activate your *Defensive Ability*. Spend any applicable status effect tokens.
7. *Main Phase (2)* - Skip this phase.
8. *Discard Phase* - Skip this phase.

MINIONS & BOSSES ARE PLAYERS

- Minions and Bosses are considered to be "players" and "opponents" and may be affected by any card, status effect, or ability that refers to these.
- Cards and abilities that affect multiple opponents may be applied to multiple Minions, regardless of who the Minions are *engaged* with.
- Only you and your teammates are considered to be a Hero.
- You may always apply card and ability effects to teammates and Minions, regardless of whether you are in the same Environment or not.
- All Boss & Minion cards should be read from the perspective of the Boss or Minion. So when a Boss ability or card refers to an "opponent", it is referring to a Hero or Boss of the opposing side.
- If it is ever unclear what choice a Minion or Boss should make, the Active Player should make the most effective decision for the Minion or Boss.

END OF TURN

If you and the Minion are still alive, the next player takes their turn.

You remain *engaged* with the Minion on your next turn, unless another Hero defeats it before the start of your next turn.

IF YOU DEFEAT THE MINION:

When this Minion is defeated, the *Active Player* receives any non-Loot Chest rewards. However, Loot Chests always have something in them for all Heroes (i.e. all Heroes roll a Loot die and receive a reward from the Loot Table based on their roll).

Place the defeated Minion card at the bottom of its deck.

IF THE MINION DEFEATS YOU:

- A teammate must immediately spend a *Salve* to restore you to 1 Health. You cannot revive yourself. Status effects are not removed when you are revived.
- If you cannot be revived, then the whole team loses the Portal Crawl (see "Scenario Conclusion", pg. 12).

COMPLETING THE PORTAL CRAWL

If a Hero's Health was reduced to 0 and could not be revived by any teammate, your team has **lost** the scenario.

Once you defeat the Level IV Minion revealed after exploring the Boss Portal tile and all Heroes are not *engaged* with a Minion, your team has **won** the scenario.

Proceed to "Scenario Conclusion" (pg. 12).

KING'S HAND

THE KING'S HAND

King's Hand tokens are Unique Status Effects that cannot be removed or transferred.

They are used as potentially battle-saving comebacks by Bosses and powerful Minions displaying a *King's Hand* symbol. Spending *King's Hand* tokens is not optional.

Some powerful Minions start with 1 *King's Hand* token, specified on their card (see step 3 in "Minion Setup", pg. 8).

Because scenarios scale in difficulty, so do the details surrounding *King's Hand* tokens:

Starting tokens: The number of *King's Hand* tokens the Boss/Minion begins with.

Max tokens spent per turn: How many *King's Hand* tokens the Boss/Minion can spend in a single turn.

Successful roll values: Whenever a *King's Hand* is spent, a single Chaos die is rolled. If its value is within the specified range, the *King's Hand* activates successfully.

Note: The result of a *King's Hand* die roll may be manipulated by applicable cards/tokens.

***King's Hand* tokens are automatically spent by the Boss/Minion during two situations:**

A. NO ABILITY ACTIVATED

If the Boss/Minion fails to activate an Ability during their *Offensive Roll Phase* (for any reason):

1. Remove any non-persistent Negative Status Effects that would normally be removed at the end of the *Roll Phase* (e.g. *Barbed Vine*, *Entangle*)
2. Roll 1 Chaos die.
3. A successful *King's Hand* roll gives the Boss/Minion another *Offensive Roll Phase*. See Scenario card to determine successful roll value for your current scenario.

B. WHEN TARGETED WITH AN ULTIMATE

If you activate an *Ultimate Ability* against the Boss/Minion:

1. Roll 1 Chaos die.
2. A successful King's Hand roll forces you to re-roll 1 of your dice.

BOSS BATTLE

Do not read this section (pg. 10-11) until after completing your first Portal Crawl scenario.

Defeated in battle by the Mad King, these former Heroes chose servitude over death. They wait on the other side of each Boss Portal, ready to inflict the shame of defeat upon you. If you can somehow fight your way past them, you may eventually reach the Mad King himself.

For each Boss Battle scenario you will **not** need to set up a Portal Crawl map. Instead, you will be working together to fight a Boss. You and your team will take turns operating the Boss the same way you did for the Minions. Some preparation is necessary.
Refer to the Boss Battle scenario card:

2
BOSS BATTLE!
FALLEN BARBARIAN
HERO SETUP 1/2/3/4 Players
• Health: 50 Shared health dial
BOSS SETUP 1/2/3/4 Players
• Health: 70 / 70 / 75 / 80
• Upgrade CP: 7 > / 8 > / 9 > / ∞
• Starting CP: 2
CONCLUSION
• UPON DEFEAT
1. Increase Starting Salves by 3
2. Reward:
3. Repeat this scenario
• UPON VICTORY
1. Reward:
2. Advance to the next Scenario
• Record win or loss on score sheet
KING'S HAND TOKENS
• Starting tokens: 2 /2 /3 /4
• Max tokens used per turn: 1
• Success: all values: 4-6
SALVE Heal on shared health dial

KING'S HAND
In a 2-player game, the Fallen Barbarian starts with 2 King's Hand tokens.

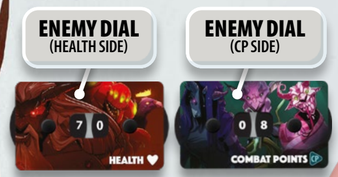
BOSS BATTLE SETUP

1. Choose 1 Health dial for your team and set it to the amount indicated on the Boss Battle scenario card. When you face a Boss, your team shares a common pool of Health.

2. In the center of the table, place the following (as you would arrange them for a normal Dice Throne player):
   - Boss' board, leaflet, and card deck
   - Enemy dial - Health side up
   - Enemy dial - CP side up
   - 5 Chaos dice
   - *King's Hand* tokens of the quantity indicated on the Boss Battle scenario card

HERO STARTING HEALTH
Heroes share a Health dial, which starts at 50.

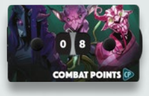
BOSS BATTLE SCENARIO CARD
In a 2-player game, the Fallen Barbarian starts with 70 Health. He will receive 8 Upgrade CP and start the battle with 2.



3. Separate the Boss' cards into two decks and shuffle each deck:
   - **Upgrade deck** - Upgrade cards used only for Boss Setup. Upgrade cards can be identified by the upgrade arrow () on the left side of the card.
   - **Action deck** - Action cards used by the Boss during the battle. All Action cards can be identified by an action star () on the left side of the card.

4. Set the Boss dial to the "Upgrade CP" value indicated on the Boss Battle scenario card.
5. One by one, turn over the top card from the Boss' Upgrade deck and place them on the matching Ability of the Boss' board. For each card:
   - The Boss spends Upgrade CP according to the card's CP cost.
   - When upgrading from a level 2 card to a level 3 card, only spend the difference in CP cost.
   - If it is a level 2 Upgrade card and the Boss already has the level 3 Upgrade card, discard it and draw another (no Upgrade CP is gained from discarding).
   - If the Boss could place the Upgrade card, but cannot afford the CP cost, discard it and **stop drawing cards.**

   Boss board Setup is now complete.
6. Upgrade cards remaining in the Upgrade deck or discarded can be set aside or returned to the box.
7. Set the Enemy dial (CP side up) to the indicated Starting CP value shown on the Scenario card.



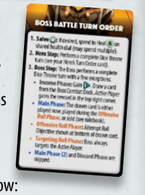
8. Set the Enemy dial (Health side up) to the indicated Health value shown on the Scenario card.

The Boss is now prepared for battle!

BOSS BATTLE

BOSS BATTLE TURN ORDER CARD

During a Boss Battle, players will take turns in clockwise order until the Boss or your team is defeated. On your turn, execute the 3 steps listed on your Boss Battle Turn Order card. Always keep this card close, so you can refer to it when you are first starting out.



Read through the summary of each step shown on the Turn Order card below:

1. **Spend *Salves*** (optional): If desired, spend to Heal 6 on the shared Health dial (may spend multiple).
2. **Hero Step:** Perform a complete Dice Throne turn (see your Hero's Turn Order card).
3. **Boss Step:** The Boss performs a complete Dice Throne turn (with a few exceptions).

1. SPEND SALVES

Spend *Salves* (optional): You may choose to spend *Salves* to Heal 6 on your team's shared Health dial (may spend multiple).

Note: *Salves* may not be spent to revive fallen teammates in a Boss Battle.

2. HERO STEP

Perform a complete Dice Throne turn *(see your Hero's Turn Order card)*.

1. *Upkeep Phase*
   Resolve applicable status effects
2. *Income Phase*
   Gain 1 and draw 1
3. *Main Phase (1)*
   - Play ability upgrades
   - Play *Main Phase* Action cards
   - Sell cards (gain 1 per card)
4. *Offensive Roll Phase*
   Perform up to 3 *Roll Attempts* to activate an ability
5. *Targeting Roll Phase* - Your target is the Boss
6. *Defensive Roll Phase*
   The Boss performs their *Defensive Ability*
   Note: The teammate who is before you in the turn order should roll the Boss' dice during its *Offensive* and *Defensive Roll Phases.*
7. *Main Phase (2)*
   Identical to *Main Phase (1)*
8. *Discard Phase*
   Sell cards until you have 6 or fewer cards in your hand

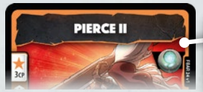
Remember: If you activate an *Ultimate Ability* and the Boss has a *King's Hand* token, it will try to stop your *Attack*. (see "*King's Hand*", pg. 9)

3. BOSS STEP

The teammate before you now performs the Boss' turn, which is a standard Dice Throne turn with a few exceptions:

1. *Upkeep Phase*
Resolve applicable status effects.

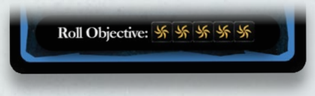
2. *Income Phase*
- Increase the Boss dial by 1. Like Dice Throne Heroes, Bosses can have a maximum of 15.
- Draw a card from the Boss Action deck (flip it over and place it back on their deck).
- The *Active Player* **immediately** gains the Hero Bonus shown in the top right corner of the card.



The Active Hero gains a Hero Bonus of 1 Salve

3. *Main Phase (1)*
- If the card drawn during the *Income Phase* was a *Main Phase* Action card, the Boss plays it by spending CP equal to the cards CP cost. After resolving the card, place it in the discard pile.
- If the Boss cannot afford the CP cost of the card or the card would have no effect, the card is sold (discarded), increasing the Boss dial by 1.
- If the drawn card is a *Roll Phase* Action card, ignore it until the *Offensive Roll Phase*.

4. *Offensive Roll Phase*
1. **Roll the 5 Chaos dice and:**
   - Re-roll any dice that do not match the Roll Objective shown on the last drawn card.



   - Re-roll dice a second time if the Roll Objective has still not been met.
2. **Activate an Ability** - The Boss then activates the ability with the highest priority number that it has fulfilled the **Activation Requirement** for, regardless of what the original Roll Objective was.

3. **Resolve *Roll Phase* Action cards:** If the Boss had drawn a *Roll Phase* Action card, they now spend CP equal to the cards CP cost and resolve the card's effect.

If the card would have no effect, or the Boss cannot afford to play it, it is sold (discarded) at the conclusion of the *Defensive Roll Phase* for 1 (the card may still be useful if the Boss performs another *Offensive Roll Phase* due to a successful *King's Hand* roll).

When the Roll Objective is *Straights*, adhere to the following rules when choosing which dice to re-roll:

- Keep **exactly** one of each 2, 3, 4, and 5 result:

The 2 is re-rolled because only one 2 should be kept.

- Only keep a 1 or 6 value if it is already part of a *Small* or *Large Straight*:

6 is kept because it forms a *Small Straight*.

1 and 6 are re-rolled because neither one forms a *Small* or *Large Straight*.

Remember: If the Boss fails to activate an ability on its turn, they will spend one or more *King's Hand* tokens in an attempt to start another *Offensive Roll Phase* (see "*King's Hand*", pg. 9).

5. *Targeting Roll Phase*
The Boss targets you (the Hero whose turn it currently is).

6. *Defensive Roll Phase*
If the Boss' *Attack* is defendable, activate your *Defensive Ability*.

7. *Main Phase (2)* - Skip this phase.

8. *Discard Phase* - Skip this phase.

SPECIAL SITUATIONS

Sometimes a status effect (such as Knockdown) threatens the Boss to lose their Offensive Roll Phase (due to not having enough to remove it). In these cases, they instead sell the card drawn from their Action deck in order to pay to remove Knockdown .

If an effect (such as Concussion) would result in a Boss not having an active Roll Objective, you still need to turn over a card so that the Boss has a Roll Objective. All other parts of the card should be ignored (including the Hero Bonus).

If a Boss cannot draw a new card during their Income Phase and there is a card already on the top of the discard pile, use that Roll Objective. All other parts of the card should be ignored (including the Hero Bonus).

If the Boss rolls their Ultimate Ability on any Roll Attempt, they will keep it regardless of their original Roll Objective.

END OF BATTLE

Whether you are victorious or are defeated in battle, you will receive some reward and your journey will continue. (see "Scenario Conclusion", pg. 12)

Note: In the rare situation that you and the Boss are reduced to 0 Health at the same time, your team is victorious.

LOOT CHESTS

You will find Loot Chests while exploring Environments and from defeating Minions. They contain many possible rewards but what you receive comes down to fate.

To discover your reward, Heroes gaining Loot should roll their Loot die and compare the result with the relevant row of the Loot Table (1 2 3 4).

LOOT TABLE

BONUS DAMAGE TOKENS *(Positive Status Effect)*:
Take 1 corresponding *Bonus Damage* token.
Bonus Damage tokens add the indicated amount of damage to an *Attack*. *Attack Modifier.*
Stack Limit: 2. *If you gain a token while at Stack Limit, you must either replace a previous token or discard the new token.*

GAIN CP:
Increase your CP dial by the indicated amount.

DRAW CARDS:
Draw the indicated number of cards from your deck. If this causes you to have more than 6 cards, do not discard any until your *Discard Phase*.

GAIN HEALTH:
Increase your Health dial by the indicated amount.

GAIN GOLD:
Increase the Gold dial by the indicated amount.

GAIN UNIDENTIFIED LOOT CARD:
Take the top card from the Common/Rare/Epic/Legendary Loot deck. Without looking at it, tuck it face-down under the corresponding column of your Hero board. All Hero boards have four columns of abilities. Going from left to right, tuck the Common/Rare/Epic/Legendary cards in each column.

This will keep track of the rarity level of the card.

Important: *You cannot use cards or abilities to re-roll or change the result (even if the card says 'any dice'), unless the card specifically mentions the Loot die .*

CONCLUSION

SCENARIO CONCLUSION

After completing a game session of either a Portal Crawl or a Boss Battle, you must perform the 3 conclusion steps below (which are also described on your Scenario card). Before performing conclusion steps, first clean up all of your Hero's components except for unidentified Loot cards. But keep your deck handy as you will be adding Loot cards to it.

1. SHOP / BOSS LOOT

Permanently upgrade your deck by adding Loot cards. If the current scenario is a Portal Crawl, see "Shop" (pg. 13). Otherwise, see "Boss Loot" (pg. 13).

2. RECORD WIN / LOSS & INCREASE STARTING SALVES

Record the results of your session on the Campaign Scoring sheet.

RECORDING A WIN

Record win on Score sheet - record the following in the green boxes (when applicable):

- **A** **Scenario #:** In the top left corner of the Scenario card.
- **B** **Remaining Salves:** 1 Scenario Point for each remaining *Salve* your team didn't use.
- **C** **Starting Salves for next session:** Record the total number of *Salves* your team still has in the Starting Salve box for next session.
- **D** **Unspent Gold (Portal Crawl Only):** 1 Scenario Point for every 5 unspent Gold your team has remaining after the Shop Phase has concluded.
- **E** **Unclaimed Boss Loot cards (Boss Battle Only):** 1 Scenario Point for each Boss Loot card your team chose not to keep.
- **F** **Explored All tiles (Portal Crawl Only):** 5 Scenario Points if your team *explored* every tile during a Portal Crawl.
- **G** **Scenario Score:** Points equal to the Scenario Score (in the top right of your Scoring sheet).
- **H** **Session Score:** The total of the above values.

SCENARIO #
STARTING SALVES
IF YOU WON: REMAINING SALVES OF PREVIOUS SESSION
IF YOU LOST: STARTING SALVES OF PREVIOUS SESSION +3
SESSION SCORE:
REMAINING SALVES
+1 FOR EVERY UNSPENT SALVE
UNSPENT GOLD
+1 FOR EVERY 5 YOUR TEAM DIDN'T SPEND
UNCLAIMED BOSS LOOT
+1 FOR EVERY UNCLAIMED BOSS LOOT
EXPLORED ALL TILES
+5 IF YOU EXPLORED ALL ENVIRONMENT TILES
SCENARIO SCORE
VALUE SHOWN IN "SCENARIO SCORE" AT TOP OF SHEET
TOTAL SESSION SCORE
IF YOU WON, WRITE THE TOTAL OF THE GREEN BOXES IN THE "WON" BOX, OTHERWISE LEAVE IT BLANK.
IF YOU LOST, WRITE "-10" IN THE "LOST" BOX, OTHERWISE LEAVE IT BLANK.
WON
LOST

The above example shows scoring for a Portal Crawl and therefore the Unclaimed Boss Loot (E) is left blank.

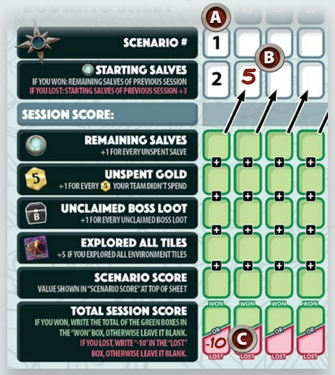
RECORDING A LOSS

When your team is defeated, you will repeat the scenario. When you repeat it, your team will be given 3 more *Starting Salves* than you began the previous session with.

Record loss on Score sheet - record the following:

- **A** **Scenario #:** in the top left corner of the Scenario card.
- **B** **Starting Salves for next session:** Add 3 to your current session's Starting Salve value and record it in the Starting Salve box for next session.
- **C** **Session Score:** Write "-10" (negative 10).

Important: None of the green boxes on your Score sheet are filled in when your team is defeated.


A
B
C
SCENARIO #
STARTING SALVES
IF YOU WON: REMAINING SALVES OF PREVIOUS SESSION
IF YOU LOST: STARTING SALVES OF PREVIOUS SESSION +3
SESSION SCORE:
REMAINING SALVES
+1 FOR EVERY UNSPENT SALVE
UNSPENT GOLD
+1 FOR EVERY 5 YOUR TEAM DIDN'T SPEND
UNCLAIMED BOSS LOOT
+1 FOR EVERY UNCLAIMED BOSS LOOT
EXPLORED ALL TILES
+5 IF YOU EXPLORED ALL ENVIRONMENT TILES
SCENARIO SCORE
VALUE SHOWN IN "SCENARIO SCORE" AT TOP OF SHEET
TOTAL SESSION SCORE
IF YOU WON, WRITE THE TOTAL OF THE GREEN BOXES IN THE "WON" BOX, OTHERWISE LEAVE IT BLANK.
IF YOU LOST, WRITE "-10" IN THE "LOST" BOX, OTHERWISE LEAVE IT BLANK.
WON
LOST

The green boxes in the example above are all left blank because the team was defeated.

3. ADVANCE OR REPEAT THE SCENARIO

After completing a scenario, any Boss cards, Environment tiles, and Minion cards used in the scenario should be shuffled back into their respective decks and placed back into the Card Caddy before setting up the next scenario.

IF YOUR TEAM WON

Advance to the next scenario: Advance to the next scenario with any new Loot cards obtained.

IF YOUR TEAM LOST

Repeat the scenario: Repeat this scenario (drawing a new Scenario card only if it's a Portal Crawl) with 3 more *Salves* and any new Loot cards obtained.

Tip: When packing away components between game sessions, if you are not using card sleeves, store cards which have been replaced by Loot cards upside down in your Hero's storage tray, so that they can be easily separated out next time.

LOOT CARDS

LOOT CARDS

In Dice Throne Adventures, you are able to upgrade your Hero with powerful Loot cards. These cards:

- Feature icons at the bottom based on rarity: Common C, Rare R, Epic E, and Legendary L.
- Feature a crystal border at the bottom of the card colorized to match its rarity.
- May be discarded from your hand at any time to draw a replacement card from your deck.

EQUIPMENT CARDS

Some Loot cards are classified as Equipment (indicated in the center of the card). When playing an Equipment card:

- Pay its required CP and place it face-up next to your Hero board.
- All effects of the card are active at all times and the card remains in play for the duration of the scenario.
- If you wish to play an Equipment card, but already have 2 in play, you must first discard one (no CP is gained).

UPGRADING LOOT CARDS

Many Loot cards you find will be a higher level version of a card you might already have in your deck.

Important: You cannot have two Hero Action or Equipment cards of the same name in your deck. For Example: you cannot have both "So Wild!" and "So Wild III!" in your deck.

Any time you would like to add a Loot card of a higher level than one already in your deck, you must remove the lower level card from your deck. If the lower level card is a:

- **Loot card,** place it at the bottom of its Loot deck.
- **Non-Loot card** (cards that do not have a crystal border), return it to your Dice Throne Hero's tray, keeping it separated from your Hero's deck. It will not be used in any future session during this campaign. Loot cards featuring a Swap icon indicate it replaces a non-Loot card. If you are using card sleeves, we recommend placing the Loot card in front of the non-Loot card within the sleeve.

The "So Wild III" features a symbol. When you draw this card from the Rare Loot deck, you know you must find and replace the common "So Wild" card already in your deck.

DECK SIZE LIMIT

You can have a maximum of 50 cards in your deck. If you go above this amount you must remove a Loot card from your deck before the start of the next scenario, returning the card to the bottom of the appropriate Loot deck.

Custom card sleeves from **dicethrone.com** come in packs of 50, which helps you keep track of how many cards are in your deck. Visit **dicethrone.com** to purchase custom card sleeves.

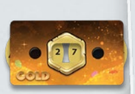
If you do not use sleeves, you may need to count your cards as you advance to higher scenario levels to stay at/under the 50 card limit.

SHOP

It's time to spend your hard-earned Gold at Rosella's Shop.

1. GOLD TOTAL PER PLAYER:

Round the amount on the Gold dial up to the nearest 5 Gold, with all Heroes receiving this amount of Gold to spend in the shop.



Tip: Use your own Health dial to track how much Gold you have to spend.

Example: If the Gold dial shows 27 Gold, increase this to 30, and all Heroes have 30 Gold to spend.

2. DEAL SHOP CARDS:

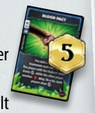
Deal each player a hand of Loot cards of the amount and type indicated in the Conclusion section of the Scenario card.

CONCLUSION
UPON DEFEAT
1. Shop: 3 2 1
2. Record loss on score she
increase Starting Salves
3. Repeat this scenario
UPON VICTORY
1. Shop: 3 2 1
2. Record win on score she
3. Advance to the next sc

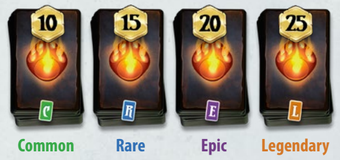
Important: Players may look at these Loot cards, but not at any Unidentified Loot cards they gathered during the Portal Crawl.

3. GAIN CARDS:

Perform any of the actions below, any number of times and in any order:



BUY: Spend Gold to add one of the cards dealt to you during Step 2 ("Deal Shop cards") to your deck. See the Shopkeeper leaflet's Price Tag for its cost:



Common Rare Epic Legendary

- If you buy a Loot card of a higher level than one already in your deck (e.g. "So Wild II!"), pay only the difference in the two card's costs. For example, if you want to buy an Epic E card while you already have the Rare R version of the same card, you only pay 5 Gold.
- You may not buy lower level versions of Loot cards already in your deck. Place them at the bottom of the appropriate Loot deck and draw a replacement card from the top. Repeat this as many times as necessary.

IDENTIFY: Spend 10 Gold to Identify an Unidentified Loot card. The identified Loot card is instantly added to your deck.

- If you Identify a Loot card of a lower level than one already in your deck, place the lower level card on the bottom of its Loot deck and draw a replacement card from the top. Repeat this as many times as necessary.

SELL: Unidentified Loot cards (or any Loot card currently in your deck), may be sold for 5 Gold each.

- When a card is sold, place it at the bottom of its Loot deck.
- You cannot sell cards dealt to you during Step 2 ("Deal Shop cards"). These cards do not belong to you.
- You cannot sell non-Loot cards (cards that do not have a crystal border).

BOSS LOOT

Whether you've won or lost a Boss Battle, you will now gain Boss Loot. Turn the Loot board over to the Boss Loot side and perform the following steps a number of times equal to the quantity of chests shown under "Boss Loot" in the Conclusion section of the Boss Battle Scenario card:

1. Each player rolls their Loot die .
2. Examine the Boss Loot table and take the top card from the corresponding Common/Rare/Epic/Legendary Loot deck according to the result of your die roll.
3. Examine the drawn card and choose to either:
   - Immediately add the card to your deck.
   - Discard the card. For each card discarded in this fashion your team will gain 1 Scenario Point, which should be recorded on your Campaign Score sheet (in the "Unclaimed Boss Loot" row).

If your reward is a Loot card of a lower level than one already in your deck, place the lower level card on the bottom of its Loot deck and draw a replacement card from the top. Repeat this as many times as necessary.

SHOP / BOSS LOOT CLEAN UP

After finishing "Boss Loot" / "Shop", all obtained cards are shuffled into your deck for use during the next scenario.

All Unidentified cards and Shop cards that were not bought or identified are returned to their respective Loot decks.

Note: Unidentified loot cards cannot be carried over to the next scenario.

CAMPAIGN CONCLUSION

CAMPAIGN SCORE

After defeating the Mad King and recording your final session score, total your campaign score by adding up all the "won" and "lost" session scores. This is a great tool when comparing different campaigns of Dice Throne Adventures.

You can also go online to see how others have fared in their conquest for the Throne!

LEGACY CONTENT

When you beat the game for the first time you will unlock Legacy Content! This is as much as we are willing to say on the subject, as you will discover it on your own, and it will guide you in how to use it when it is revealed.

LEGACY PACK B
Do NOT open until instructed to do so.
LEGACY PACK C
Do NOT open until instructed to do so.
LEGACY PACK A
LEGACY PACK D
Do NOT open until instructed to do so.
Do NOT open until instructed to do so.

OTHER GAME MODES

BOSS vs MANY MODE

Boss vs Many is a 3-5 player alternate game mode that allows you to play a Boss Battle with one player playing as the Boss! All standard Dice Throne rules apply, with the following exceptions:

HEROES SETUP CHANGES

- Heroes share a Health dial, which starts at 50.

BOSS SETUP CHANGES

- Boss starts with 100 Health + 20 Health per Hero.
- You shuffle together both the Boss' Upgrade deck and the Action deck.
- Boss starts with 4 cards & 2CP.

START PLAYER

- Boss is always the Start Player.
- Boss does not skip his *Income Phase*.

TURN ORDER

All players, including the Boss player, take turns in clockwise order performing a standard Dice Throne turn.

KING'S HAND

King's Hand tokens are a Unique Status Effect (***Stack Limit: 5***): Cannot be removed or transferred by any means.

- Boss gains a King's Hand during every player's *Upkeep Phase* (his own and every Heroes).
- Boss may spend 3CP at anytime to gain a *King's Hand* token (***Stack Limit: 5***).

When a *King's Hand* token is spent, roll a Loot die :

- On 1-10, gain 1CP.
- On 11-15, do one of the following:
  1. Force your opponent to re-roll one of their dice.
  2. Gain 1 additional *Roll Attempt*.
- On 16-20, change the value of **any** one die.

TARGETING PHASE

The Heroes always target the Boss.

The Boss, however, must roll for the ***Targeting Phase***. Who they *Attack* is determined by rolling 1 Chaos die.

2 Heroes vs Boss:
- 1-3, Hero on Boss' Left
- 4-6, Hero on Boss' Right

3 Heroes vs Boss:
- 1-2, Hero on Boss' Left
- 3-4, Hero in the Center
- 5-6, Hero on Boss' Right

4 Heroes vs Boss:
- 1-4, 1 being Hero on Boss' left and continuing clockwise
- 5-6, roll again

BOSS vs BOSS MODE

Boss vs Boss is a 2-player alternate game mode that allows you and an opponent to square off in a normal 1vs1 Dice Throne duel! All standard Dice Throne rules apply, with the following exceptions:

SETUP CHANGES

- Start with 70 Health.
- You shuffle together both the Boss' Upgrade deck and the Action deck.
- Draw 4 and gain 2CP.

KING'S HAND

King's Hand tokens are a Unique Status Effect (***Stack Limit: 5***): Cannot be removed or transferred by any means.

- Gain a *King's Hand* token during every *Upkeep Phase*.
- Either Boss may spend 3CP at anytime to gain 1 *King's Hand* token (***Stack Limit: 5***).

When a *King's Hand* token is spent, roll a Loot die :

- On 1-10, gain 1CP.
- On 11-15, do one of the following:
  1. Force your opponent to re-roll one of their dice.
  2. Gain 1 additional *Roll Attempt*.
- On 16-20, change the value of **any** one die.

RULE CHANGES FOR BOTH BOSS vs MODES:

- All Action cards that say "*Active Player*" instead refer to your opponent.
- Ignore the Hero Bonuses in the top right corner of the Action cards.
- Ignore the Roll Objectives on the bottom of the Action cards.

CREDITS

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FAQ

Q: Do I go directly into the Boss Battle after going through the Boss Portal tile?
A: No. First you go to Rosella's Shop and you have to reset your Hero board.

Q: Can the *King's Hand* dice roll be manipulated with applicable Hero's *Roll Phase* cards?
A: Yes.

Q: Are my Hero's upgraded Ability cards and Equipment cards carried over from scenario to scenario?
A: No, you always return all cards to your deck after each session.

Q: If my team was victorious and had *Salves* remaining, would they carry over to the next scenario?
A: Yes.

Q: If my team lost and we had *Salves* remaining, do these carry over when we replay the scenario?
A: No, these are not added to your Starting *Salves* for your replay of the same scenario.

Q: What happens if I run out of cards in a Loot deck?
A: Draw from the next highest rarity Loot deck instead.

Q: If it is ever unclear what choice a Minion or Boss should make, what happens?
A: The *Active Player* should make the most effective decision for the Minion or Boss.

Q: Can a player Heal above their starting Health?
A: Yes. Like standard Dice Throne, a player can Heal up to 10 above their starting Health (includes Bosses and Minions).

Q: Can I spend *Bonus Damage* 2 tokens after my opponent has already activated their *Defensive Ability*?
A: Yes. *Bonus Damage* 2 tokens are *Attack Modifiers*, which may be spent before or after the opponent activates their *Defensive Ability*.

Q: During a campaign, what is the stack limit for *King's Hand*?
A: Infinity.

For more frequently asked questions, visit: dtafaq.dicethrone.com or ask in our Facebook Community: community.dicethrone.com

GLOSSARY

These terms will show up throughout your Dice Throne Adventures Game.

Active Player: You, The Hero, who's turn it currently is.

Boss: Previously defeated in battle by the Mad King and now in his eternal servitude, they are found in the scenarios after each Portal Crawl.

Boss Portal: The final Environment you need to *explore* to complete a Portal Crawl. May not be *explored* until all 3 Portal Shards have been collected.

Chaos dice: The 5 dice used by Minions and Bosses.

Environment tile: Your team moves across and *explores* these during a Portal Crawl.

Equipment card: A special Loot card whose effects remain in play for the duration of the scenario.

First Strike: A Minion with *First Strike* conducts its *Attack* first before a Hero takes their turn.

Gold: Gained during a Portal Crawl and spent at the Shop to buy new Loot cards.

Gold dial: Used to track the amount of Gold gained by your team.

King's Hand token : Used by Bosses and powerful Minions after a failed *Offensive Roll Phase* or before a Hero resolves their *Ultimate Ability*.

Loot Chests: Whenever a Loot Chest 1 2 3 4 is opened, it always has something in it for all Heroes (i.e. all Heroes roll a Loot die and receive a reward from the Loot Table based on their roll).

Loot die: 20-sided die that is rolled when you gain Loot. It can only be re-rolled or have its result changed by cards and abilities that specifically mention the Loot die .

Loot: The reward gained from Loot Chests (e.g. Bonus Damage tokens, CP, cards, Health, Gold, or Unidentified Loot cards).

Minion: Minions are enemies that can be found on most Environment tiles.

"No Solo" symbol : Do not use if playing a solo game. Put on the bottom of its respective deck and draw another card.

Opponent: A player, Boss, or Minion on the opposing side.

Portal Crawl: The name for a scenario where you must Move & Explore across Environment tiles, fighting Minions, and gaining Loot on the way to the Boss Portal.

Portal Shard: You must collect all 3 on every Portal Crawl. When collected they are placed on the Boss Portal, which then allows you to face its powerful Minion.

Roll Objective: The dice results a Minion/Boss is aiming for to activate an *Offensive Ability*.

Salve : Used to Heal wounds or revive a teammate.

Scenario Score: The total number of Scenario Points gained from your Portal Crawl. Used to compare your accomplishments with those of other teams.

Shop: Heroes gather here after every Portal Crawl to spend their Gold on new Loot cards.

Swap Icon : Indicates that a Loot card replaces a common Dice Throne card in a Hero's deck.

Unique Defense : Activated against all damage types apart from *Ultimate Abilities* unless stated otherwise.

Unidentified Loot card: Any Common/Rare/Epic/Legendary Loot card gained from a Loot die roll and stored under your Hero board until the Shop Phase. Do not look at the card. You won't discover what it is unless you pay 10 Gold to identify it during the Shop Phase.

THE CARD CADDY

LOADING THE CARD CADDY

Dice Throne Adventures includes a functional Card Caddy. Before playing your first game, you must first load all the game's cards and Environment tiles into it. Behind each deck of cards, place the associated divider. Make sure all content is faced with the card backs toward you and the Minion cards closest to you.

To watch a video demonstration of how to load the Card Caddy, visit **http://cardcaddy.dicethrone.com**

1. Level I Minion deck and divider.
2. Level II Minion deck and divider.
3. Level III Minion deck and divider.
4. Level IV Minion deck and divider.
5. Scenario cards and divider. Behind the Scenario card divider, place Legacy pack A (do not open).
6. Fallen Barbarian Boss deck and divider.
7. Fallen Gunslinger Boss deck and divider.
8. Fallen Monk Boss deck and divider.
9. Mad King Boss deck and divider.

10. Legacy packs C & D (do not open). Behind the Legacy packs place an "Other cards" divider. This area is also handy for storing your Hero's extra unused card sleeves.
11. Common Loot cards and divider.
12. Rare Loot cards and divider.
13. Epic Loot cards and divider.
14. Legendary Loot cards and divider.
15. Turn Order Player aids and Difficulty cards. Behind these cards place an "Other cards" divider.
16. Legacy pack B (do not open).
17. Place each stack of Environment tiles. Each Level of Environments should be together. Also place the Crimson Sands and Boss Portal Tile here.

ASSIGNING A BANKER

We recommend that before starting the game, assign the duty of "Banker" to one player at the table. The Banker should give cards directly from the Card Caddy to players when necessary.

STATUS EFFECTS AND TOKENS

Back Strike (Positive Status Effect)**:** When a player with *Back Strike* receives dmg as a result of an opponent's *Offensive Roll Phase*, they may choose to spend this token. If spent, roll 1 . Then deal ½ the value as dmg *(rounded up)* to the *Attacking* player. ***Stack Limit: 1***

Barbed Vine (Negative Status Effect)**:** A player afflicted with this token receives 1 dmg for each *Roll Attempt* beyond the first during their *Offensive Roll Phase*, up to a maximum of 2 dmg per turn. This token is removed and then this dmg is applied at the conclusion of the *Roll Phase*. ***Stack Limit: 1***

Bleed (Negative Status Effect)**:** A player afflicted with this token must roll 1 during their *Upkeep Phase*. On 1-4, they are dealt 1 dmg. On 5-6, remove this token. ***Stack Limit: 2***

Blind (Negative Status Effect)**:** The next time a player afflicted with this token concludes their *Offensive Roll Phase*, they must remove it and roll 1 . On 1-2, their *Offensive Roll Phase* fails and has no effect of any kind. ***Stack Limit: 1***

Bounty (Negative Status Effect)**:** When a player afflicted with this token is *Attacked* by an opponent, the *Attacker* increases their dmg by 1 and gains 1. *Attack Modifier. Persistent.* ***Stack Limit: 1***

Bonus Damage (Positive Status Effect)**:** Players may choose to spend these tokens during their *Offensive Roll Phase*. Each token adds the indicated number of damage to your *Attack*. *Attack Modifier*. ***Stack Limit: 2.*** *If you gain a token while at Stack Limit, you must either replace a previous token or discard the new token.*

Burn (Negative Status Effect)**:** A player afflicted with this token is dealt 2 dmg during the *Upkeep Phase* of their turn. *Persistent*. ***Stack Limit: 1***

Chaos (Positive Status Effect)**:** These tokens are gained and spent by various Minions and Bosses to power certain abilities. The specific Minion/Boss ability indicates how these tokens are used. These tokens may not be used by Heroes. ***Stack Limit: 6***

Concussion (Negative Status Effect)**:** A player afflicted with this token must skip their *Income Phase* and then remove this token. ***Stack Limit: 1***

First Strike **:** This token is simply a marker (not a status effect). Place this token on top of a Minion in the event it gains ***First Strike*** from an Environment or other effect to remind everyone that the Minion now has ***First Strike***.

Dominance (Unique Status Effect)**:** When a player with this token *Attacks*, they must roll 1 :

- On 1, they must choose a teammate to target instead. If they cannot, they must discard 1 randomly. Then remove this token.
- On 2-5, do nothing.
- On 6, remove this token.

This token may not be transferred by any means *(but can be removed)*. ***Stack Limit: 1***

Entangle (Negative Status Effect)**:** A player afflicted with this token gets 1 fewer *Roll Attempts* during their next *Offensive Roll Phase*. At the conclusion of the *Roll Phase*, remove this token. ***Stack Limit: 1***

Evasive (Positive Status Effect)**:** When a player with this token receives damage, they may choose to spend it. If spent, roll 1 . If the outcome is 1-2, no dmg is received (although other associated effects may still apply). Multiple tokens may be spent in an attempt to prevent the same source of damage. ***Stack Limit: 3***

Flight (Positive Status Effect)**:** Players may choose to spend these tokens at any time during their *Roll Phase*. Once spent, roll 2 . If a 6 was rolled, activate the token. When activated during the *Offensive Roll Phase*, the player's *Attack* becomes *undefendable*. If activated during the *Defensive Roll Phase*, ignore all incoming damage. ***Stack Limit: 3***

Hex (Unique Status Effect)**:** Whenever a player afflicted with this token rolls a 6, it's as if their die has been altered to a blank die face that has no value. At the conclusion of their turn, remove this token. This token may not be transferred by any means *(but can be removed)*. ***Stack Limit: 1***

King's Hand (Unique Status Effect)**:** See "King's Hand" (pg. 9).

Knockdown (Negative Status Effect)**:** To remove this token, a player afflicted with it must spend 2 before the start of their *Offensive Roll Phase*. If the player does not, they must skip their *Offensive Roll Phase* and then remove this token. ***Stack Limit: 1***

Life Siphon (Unique Status Effect)**:** If your *Offensive Roll Phase* results in an *Attack*, Steal 1 Health. *Attack Modifier*. *Persistent*. This token may not be transferred by any means *(but can be removed)*. ***Stack Limit: 2***

Parasite (Negative Status Effect)**:** During their *Upkeep Phase*, if a player inflicted with this token has a Positive Status Effect, they receive 1 dmg. Additionally, if they spend a Positive Status Effect to successfully prevent or avoid dmg, remove *Parasite* and they receive 3 as an isolated source of *undefendable* dmg. ***Stack Limit: 1***

Poison (Negative Status Effect)**:** A player afflicted with this token is dealt 1 dmg per *Poison* token during the *Upkeep Phase* of their turn. *Persistent.* ***Stack Limit: 3***

Targeted (Negative Status Effect)**:** When a player afflicted with this token is *Attacked* by an opponent, the *Attacker* increases their damage by 2. *Attack Modifier. Persistent.* ***Stack Limit: 1***

Stun (Negative Status Effect)**:** A player afflicted with this token may take no actions of any kind *(i.e. no cards may be played, no defense may be made, no status tokens or* Passive Abilities *may be used, etc)*. After the *Attack* concludes, the player who inflicted *Stun* removes the token and then immediately targets the same opponent with an additional *Offensive Roll Phase* (*if this opponent is removed from the battlefield, this additional Offensive Roll Phase is forfeited*). ***Stack Limit: 1***

Salve (Unique Status Effect)**:** Players may choose to spend *Salve* tokens to Heal wounds taken during battle or to revive fallen teammates. The amount Healed is indicated on the bottom of each Scenario card.

Salves may only be used before you move, before a battle begins (even if the Minion has ***First Strike***), or before your *Upkeep Phase* (when *engaged* in battle).

This token may not be transferred or removed by any means. ***Stack Limit: Infinity***

Shadows (Positive Status Effect)**:** When a player with this token is damaged as a result of an opponent's *Offensive Roll Phase*, no damage is received and no defense is made *(although the Attack still "succeeds" & other effects may apply)*. Discard this token after the affected player starts & concludes a single turn while under its effects. ***Stack Limit: 1***

Silence (Unique Status Effect)**:** A player afflicted with this token may not activate their *Small Straight* or *Large Straight* abilities. At the conclusion of their turn, remove this token. ***Stack Limit: 1***

Wither (Negative Status Effect)**:** If a player with a *Wither* token would deal damage as a result of their *Attack*, reduce that dmg by 1 per *Wither* token. *Attack Modifier. Persistent.* ***Stack Limit: 2***